EXTRA GAMER

Rick Dangerous special

RICK DANGEROUS

GAMER EXTRA

Rick Dangerous special

Developer
Core Design

Publisher
Firebird Software

Platform
Amiga, Amstrad CPC, Atari ST, Acorn Archimedes, Commodore 64, ZX Spectrum, MS-DOS.

Release date 1989.

Rick Dangerous is a platform game. The plot of Rick Dangerous is largely based on the Indiana Jones movie Raiders of the Lost Ark. Set in 1945, British agent Rick Dangerous travels to the Amazon jungle to search for the lost Goolu tribe.

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His plane crashes in the jungle, and Rick must escape from the enraged Goolu. When the game starts Rick finds himself in a cave running from a rolling boulder, a famous scene from the Indiana Jones film.

DAS ABENTEUER BEGINNT:
RICK DANGEROUS, SUPER-HELD UND FREIZEIT-BRIEFMARKENSAMMLER IST IN GROSSEN SCHWIERIGKEITEN UND LEBENSGEFAHR. NUR MIT EINEM ZUVERLÄSSIGEN COLT, EINEM STOCK UND ETWAS DYNAMIT BEWAFFNET, IST RICK IM TIEFSTEN SÜDAMERIKA GESTRANDET. WIE LANGE ER ÜBERLEBEN KANN LIEGT AN IHNEN.
FIREBIRD
Rushware - Hotline für alle MICROPROSE - Titel: 02101/67275 15.00 - 19.00 Uhr. Montags + Donnerstags
RICK DANGEROUS
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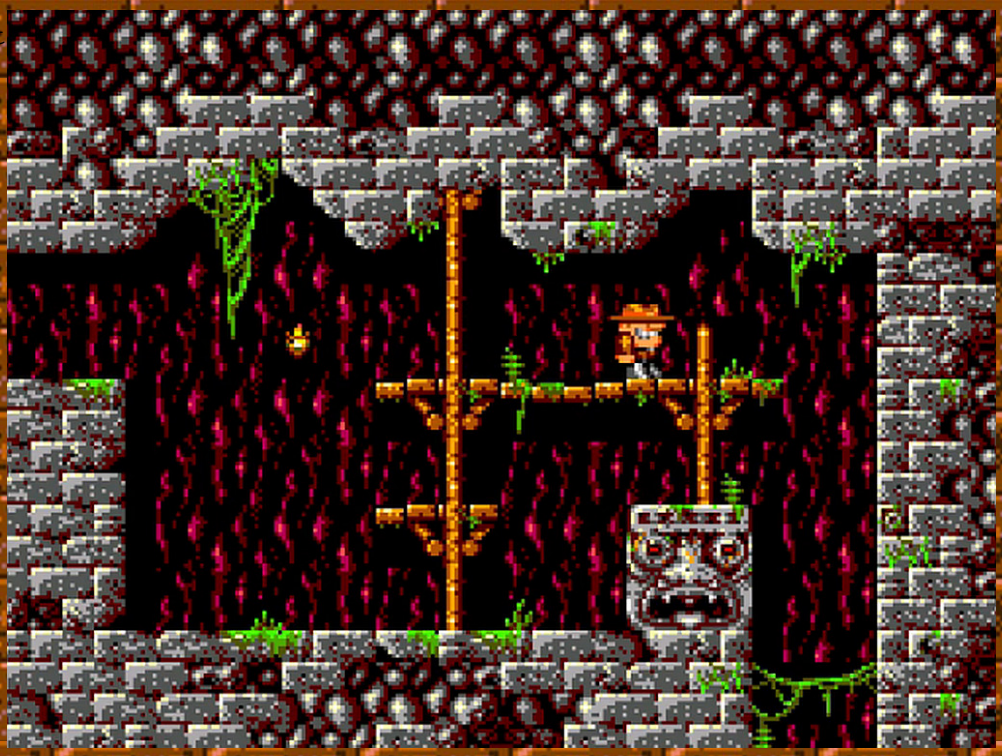
Vertrieb Österreich: Karasoft; Darius • Schweiz: Thali AG



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Armed with a pistol and dynamite, Rick must fight hostiles and evade traps in three more levels.

The second level of the game is set inside a pyramid located in Egypt.

the third level, Rick must venture to the Nazi stronghold of Schwarzendumpf castle to rescue captured Allied soldiers.

The rescued soldiers tell him that the Nazis are planning a missile attack on London. Therefore, in the last level, Rick must infiltrate their secret missile base.

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Rick can jump and climb, as well as carry a limited amount of dynamite and ammunition for his gun.

This gun is Rick's primary means of disposing of enemies.

Most traps throughout the game that can kill Rick can also kill his enemies, which can be to the player's advantage. The dynamite sticks that Rick carries are generally used for solving puzzles, such as through exploding certain blocks

(some of them fly towards the explosion, potentially killing Rick in the backfire).

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Rick is also armed with a pogo stick that allows him to paralyze enemies.

Many of the traps in Rick Dangerous have no visible warning, which means that a

Many of the traps in Rick Dangerous have no visible warning, which means that a

player's initial progress through the game may consist of trial and error.

AMIGA CD32
Commodore
ARMED WITH HIS TRUSTY SHOOTER, A STICK & SOME DYNAMITE, RICK DANGEROUS CRASH LANDS IN SOUTH AMERICA. TOTALLY ADDICTIVE, PURE FUN & WELL, RICK IS DANGEROUS.
RICK DANGEROUS
CD32 COLLECTION
...the classic AMIGA versions of Rick Dangerous 1,2 & 2.5
RICK DANGEROUS 2
AN ALIEN RACE HAS BEFRIENDED FAT MAN. NOW THE THREAT TO THE WORLD IS TWICE AS GREAT. RICK'S CALLED BACK TO ACTION - IN A FLASH!
HE'S BACK IN A FLASH !
AMIGA CD32
RICK DANGEROUS
CD32 COLLECTION
CORE

Rick Dangerous special

Rick Dangerous 2

Amiga, Atari ST, Commodore 64, Amstrad CPC ZX Spectrum, MS-DOS

Release date 1990
Platform
Single-player

sequel to Rick Dangerous.At the end of Rick Dangerous, an alien invasion comes to Earth. As Rick Dangerous 2 starts, UFOs land in London.

The image shift in the character of Rick Dangerous is evident from the start: the coat is nowhere to be found and the Indiana Jones-style hat from the previous episode.

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Rick Dangerous special

is almost symbolically blown off by a laser-beam coming from one of the spaceships in the introduction sequence. One UFO lands in Hyde Park, and Rick goes there to settle the score with the aliens.

There are a number of changes to the game play that make the Rick Dangerous 2 more complex and more challenging than its predecessor.

For a start, Rick is now armed with a laser gun and bombs that can not only be placed but slid, making way for strategic bomb-placement.

The pogo stick is replaced by a punch attack.

Rick can also employ a special flying vehicle in certain areas of the game that allows for faster movement, but this may also become a danger factor.

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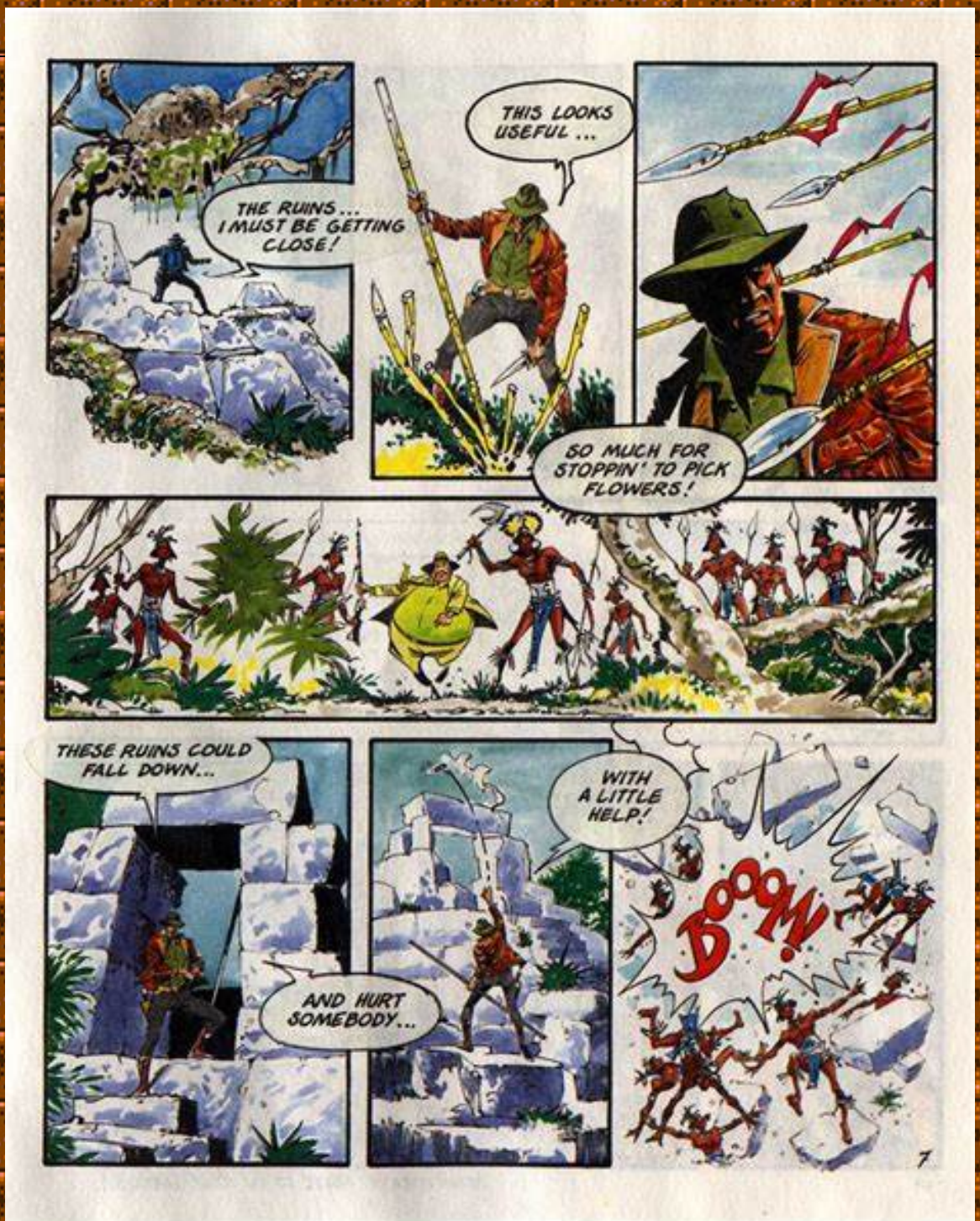
THE RUINS... I MUST BE GETTING CLOSE!
THIS LOOKS USEFUL ...
SO MUCH FOR STOPPIN' TO PICK FLOWERS!
THESE RUINS COULD FALL DOWN...
AND HURT SOMEBODY...
WITH A LITTLE HELP!
BOOM!
7

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WHO ARE YOU CALLING FAT?
WELL, I DON'T SEE ANY SKINNY GUYS AROUND HERE!
YOUR STUPIDITY WILL KILL US BOTH...
I SHOULD SHOOT YOU NOW!
AW - SHUT UP!
HECK! I CAN'T CONTROL HER!!
WE'RE GONNA CRASH!
NNUUHHH...

RICK DANGEROUS

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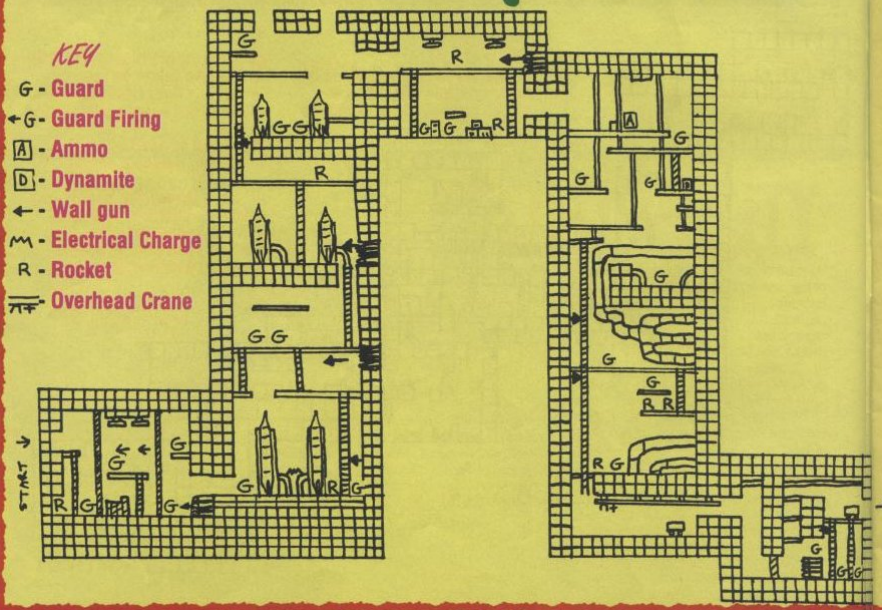
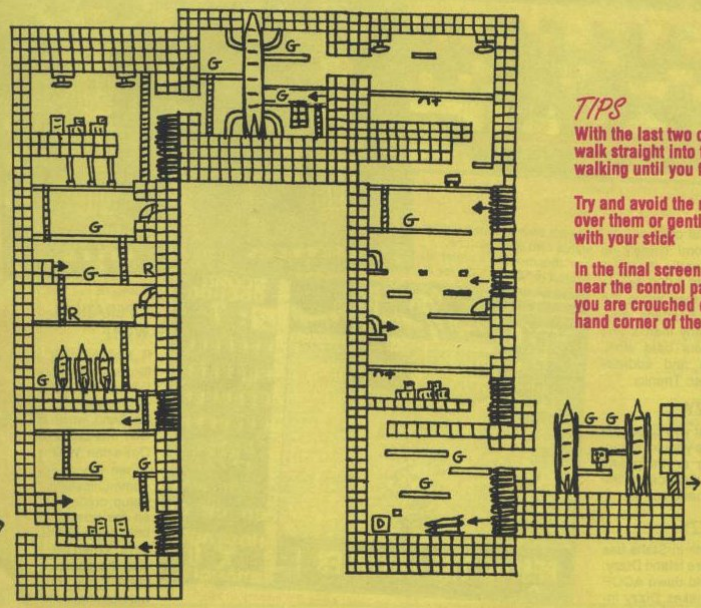
LEVEL FOUR : THE SECRET MISSILE BASE





TIPS

With the last two overhead cranes, walk straight into them and keep walking until you fall off

Try and avoid the rockets by jumping over them or gently prodding them with your stick

In the final screen, detonate dynamite near the control panel, making sure you are crouched down in the left hand corner of the screen

London much, much later Rick returns to a triumphant welcome home having helped secure allied victory

But meanwhile, in space the massed starships of the Barlian Empire are poised to invade the Earth

What will Rick do next...?

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